

SE-MBSYS-01 SysML Discovery – 2 Days Agenda

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- Learn SysML notation
- Practice SysML notation through exercises
- Case study for practice
 - Drone for agriculture
 - Exercises based on the case study



- Competencies to acquire
 - C1: Learn the main concepts and diagrams of SysML notation
 - C2: Learn a practical approach that enables to choose the right SysML diagrams according to the development stage of the system
- Target public
 - Systems Engineers, Architects, Designers and Project Managers who want to learn about SysML
- Prerequisites
 - Knowledge on requirement and function concepts



Introduction

- Presentation of participants
- UML TO SYSML
- SYSML diagrams overview

Structural concepts

- Package
- View and viewpoints
- Block and properties - overview
- BDD : for structural breakdown and domain model

Structural concepts (continued)

- IBD : for internal architecture
- Ports/interfaces and Information flows/item flow
- Constraint blocks
- Parametric



Recall of Day 1

Behavioral Concepts

- Use case
- Interaction (Sequence) with messages
- Activity and actions – Control and Data/object flow
- State machine with states and transition

Cross cutting constructs

- Requirements Diagram
- Allocation
- Profile/ Customization

SysML tool capabilities

- Modeling rules
- Query
- Doc generation
- Simulation

